

# SYSTEM FOR PROVIDING CONTINUITY OF A BROADCAST BETWEEN CLIENTS AND METHOD THEREFOR

## Background of the Invention

5

### Field of the Invention

This invention relates in general to communication systems and in particular to communication systems incorporating capabilities to provide continuity of monitoring broadcast events among a plurality of clients.

10

### Description of the Related Art

Television viewing of sports events has become a national pastime worldwide. To meet the needs of sports fans, nationwide, regional and local sports programming is available on a multitude of sports channels. Sports fans interests include both live home team games and national sports events and programming. For example sports channels provide sports fans with live NBA, NHL, Major League Baseball, PGA Tour golf; bowling, ATP and WTA tennis action as well as continued home team coverage from the collegiate and scholastic levels. One sports network alone provides over 4,500 professional live events annually. Sports television is live television at its best. Fans of all descriptions sit on the edge of their seats, glued to the screen, anticipating the graceful reaction of an athlete at the peak of his or her ability. The combination of highly trained, determined athletes and the finely tuned teamwork of TV producers, commentators and technicians create compelling programs.

To meet the needs of sports fans not able to always be in front of their television, many sports network are now providing alternative viewing avenues. For example, access to sporting events is available through online website sources including sports news, information, listings, real-time sports score tracking, games  
5 and special features about sports programming. Further sports radio programs provide spectators with live action through audio channels. Viewer interaction with others viewing a particular sporting event is currently available through the Internet using their personal computers.

Recently, viewers have been given the opportunity for wireless participation in  
10 sporting events. For example, viewers during the Super Bowl XXXVI were given the opportunity to vote via their cell phones on action, controversial moments or predictions from the game. Savvy football fans around the world could have their opinions known on Internet-enabled wireless devices by navigating via the Internet through the use of short, memorable numbers instead of lengthy URIs. Thousands of  
15 fans used their web-enabled mobile phones, as well as their personal computers, to vote and to view overall poll results.

One problem with today's currently available technology is the inability for a sports fan to automatically and continuously track a sporting event they are watching on television when they need to become mobile. This problem also exists with other  
20 broadcast events like concerts or soap operas. A partial solution to this problem is described in United States patent number 6,167,235, issued December 26, 2000 to Sibecas et al. and titled "Method And Apparatus For Providing Additional Information To A Selective Call Device About A Broadcast" which is assigned to the

assignee of the present invention, and which is incorporated by reference herein. This invention describes a technique in a selective call communication system and in a broadcast communication system to provide additional information about a broadcast to a selective call device. The transfer of connection information (e.g. URI,

5 Information service address and sub-address) is covered by the described invention.

Recently, standards addressing the convergence of television and web-enabled devices have been emerging. One of the most popular of these standards is the Advanced Television Enhancement Forum (ATVEF); a specification developed and supported by some of the biggest names in the broadcasting, computer, and consumer  
10 electronics industries. ATVEF proposes a Web browser on a television set. Further, it proposes the insertion of web content into the television broadcast signal. ATVEF uses mechanisms called triggers to alert receivers to incoming content enhancements. Triggers are sent over the broadcast medium and contain information about enhancements that are available to the user. Among other information, every trigger  
15 contains a standard Universal Resource Indicator (URI) that defines the location of the enhanced content. ATVEF content may be located locally—perhaps delivered over the broadcast network and cached to a disk—or it may reside on the Internet, another public network, or a private network. Although providing enhancement to television broadcasts, standards such as ATVEF do not address the requirement to continue  
20 viewing a broadcast once mobile.

One drawback to the above methods and systems is that it may be difficult to convince sports broadcasters to carry information in their video feed that would make

it easier for someone to stop watching their program. Also, implementation within all sports programs of the extra information would take time, effort, and money.

The use of quality media (e.g. songs, images, and videos) in a sports score tracking application is useful; however there are problems with implementation. For example, since this content tends to be large, it is not desirable to transfer this data over a wide area wireless network because of the higher cost and longer download time associated with this channel. The typical solution to this problem would be to reduce the “richness” of the media or to use “canned content.” Use of canned content is typically performed by storing in the device all of the media that may want to be presented to the user such as images of team members, images of team uniforms, audio of team songs, video of teams scoring, and team names. The stored content is then references by the broadcast to indicate when to present it to the user. However, due to its large file size and wide variety of possible content, it is not desirable to permanently store all possible media in the device.

Therefore, what is needed is a system and method for the transferring of broadcast information between different clients allowing the seamless viewing of a broadcasted event.

### **Brief Description of the Drawings**

The present invention will be described by way of exemplary embodiments, but not limitations, illustrated in the accompanying drawings in which like references denote similar elements, and in which:

FIG. 1 is an electronic block diagram of a communication system, in accordance with the preferred embodiment of the present invention;

5        FIG. 2 illustrates a plurality of client data for use in the communication system of FIG. 1 in accordance with the preferred embodiment of the present invention;

FIGs. 3 and 4 illustrate further detail of the plurality of client data of FIG. 2 in accordance with the preferred embodiment of the present invention;

10

FIG. 5 is an electronic block diagram of a broadcast server for use within the communication system of FIG. 1 in accordance with the preferred embodiment of the present invention;

15        FIGs. 6 to 8 are electronic block diagrams of various embodiments of a device in which a client of FIG. 1 operates;

FIGs. 9 to 12 are electronic block diagrams of various embodiments of the communication system of FIG. 1, in accordance with the preferred embodiment of the present invention; and

20

FIGs. 13 to 17 are flowcharts illustrating the operation of the communication system of FIG. 1, in accordance with the preferred embodiment of the present invention.

5

### **Detailed Description Of The Preferred Embodiment(s)**

As required, detailed embodiments of the present invention are disclosed herein; however, it is to be understood that the disclosed embodiments are merely exemplary of the invention, which can be embodied in various forms. Therefore, specific structural and functional details disclosed herein are not to be interpreted as limiting, but merely as a basis for the claims and as a representative basis for teaching one skilled in the art to variously employ the present invention in virtually any appropriately detailed structure. Further, the terms and phrases used herein are not intended to be limiting; but rather, to provide an understandable description of the invention.

Referring to FIG. 1, an electronic block diagram of a communication system 10 in accordance with the present invention is shown. As illustrated, the communication system 10 preferably includes a plurality of clients 12 for monitoring one or more of a plurality of broadcast events 14. Each broadcast event of the plurality of broadcast events 14 can be, for example, a sports game, a simulcast concert, a television program (such as a soap opera), a networked program, a radio program, or an equivalent. A networked program can include, for example, streaming

video, streaming audio, streaming text, intermittently transmitted video, intermittently transmitted images, intermittently transmitted audio, intermittently transmitted text, or an equivalent, all of which is delivered to one or more of the plurality of clients. It will be appreciated by one of ordinary skill in the art that the broadcast event can be

5 any of those mentioned herein or an equivalent. Each of the plurality of clients **12** such as a first client **18** and a second client **20** includes client software to interface within the communication system **10**. Each of the plurality of clients **12** can be a client residing on a user's device such as a personal computer, a television, a cable set top box, a satellite set top box, a wireless handheld device (such as a cellular

10 telephone, a FM radio, a satellite radio, a handheld computer, or an equivalent) an xDSL home gateway, a satellite gateway, a wireless gateway, or an equivalent. It will be appreciated by one of ordinary skill in the art that in accordance with the present invention, the interface capabilities of the client software can also be designed into client hardware of a client **22**. Each client **22** of the plurality of clients **12** further

15 includes a client identifier **24**. For example, the first client **18** includes a first client identifier **26** and the second client **20** includes a second client identifier **28**. The client identifier **24** of the client **22** is a unique identification within the communication system **10** for directing information and data to a particular client within a particular device in which the client operates. For example, the client identifier **24** can be a

20 mobile device address, an IP address and number of the port, a MAC (Media Access Control) address, or a Bluetooth device address. To monitor at least one of the plurality of broadcast events **14**, the client **22** establishes a communication connection **30**. For example, the first client **18** establishes a first communication connection **32**

for monitoring at least one broadcast event **34** of the plurality of broadcast events **14** such as a first broadcast event **36** and/or a second broadcast event **38**. Similarly, the second client **20** establishes a second communication connection **40** for monitoring at least one of the plurality of broadcast events **14**. It will be appreciated by one of

5 ordinary skill in the art that the communication connection **30**, the first communication connection **32**, and the second communication connection **40** can be a physical connection, or alternatively can be a logical connection where the act of connecting and disconnecting is a logical one. Further, each communication connection can be made via a one-way communication medium such as tuning a FM  
10 radio, a satellite radio, or a television to a particular channel, or a paging device monitoring for particular messages. Alternatively, each communication connection can be a two-way communication medium such as Digital Subscriber Line (DSL), cable television, wireless data, or analog modem. It will be appreciated by one of ordinary skill in the art that each communication connection can be made using one or  
15 a combination of communication media mentioned herein or an equivalent. Each client **22** of the plurality of clients **12** is operated by at least one account user **42**. The account user **42** is an individual who uses one or more clients to monitor the plurality of broadcast events **14**. It will be appreciated by one of ordinary skill in the art that the account user **42** can monitor one or more of the plurality of broadcast events **14**  
20 and/or communicate within the communication system **10** using one or more of the plurality of clients **12**. For example, a first account user **44** can monitor one or more of the plurality of broadcast events **14** using the first client **18**, and, in accordance with the present invention, also using the second client **20**. Similarly, the first account



user **44** can monitor one or more of the plurality of broadcast events **14** using the first client **18**, and, in accordance with the present invention, transfer the monitoring of the broadcast events from the first client **18** to the second client **20**.

Each client **22** preferably includes a plurality of client data **46**. The plurality of client data **46** includes data associated with the client **22** and data associated with each broadcast event **34** for which the client **22** is currently monitoring or plans to monitor. For example, the first client **18** includes a first client data **50** and the second client **20** includes a second client data **52**.

FIG. **2** illustrates one embodiment of the plurality of client data **46** in accordance with the present invention. It will be appreciated by one of ordinary skill in the art that the plurality of client data **46** as illustrated in FIG. **2** can also be the first client data **50** or the second client data **52**. As illustrated, the plurality of client data **46** preferably includes a client version identifier **54**, a current account identifier **56**, a plurality of transfer client profiles **58**, a plurality of user preferences **60**, and one or more broadcast events data **62**. It will be appreciated by one of ordinary skill in the art that the plurality of client data **46** can include any of the client data mentioned herein or an equivalent.

The client version identifier **54** is preferably the name and version or other similar indication of the client **22** being used. The current account identifier **56** is preferably a user name or other identification of the account user **42** currently using the client **22**.

The plurality of user preferences **60** defines certain attributes settable by the account user **42** for monitoring the plurality of broadcast events **14** and/or for

communicating within the communication system **10** using the client **22**. The plurality of user preferences **60**, for example, can include text font attributes **64**, filter settings **66**, blocking settings, screen names per account identifier, and alert settings **68**. It will be appreciated by one of ordinary skill in the art that the plurality of user preferences **60**, in accordance with the present invention, can include any of those preferences mentioned herein or an equivalent.

In one embodiment of the present invention, the plurality of user preferences **60** includes a plurality of Internet cookies **70**. The client **22** receives each of the plurality of Internet cookies **70**, which is essentially a tagged string of text containing the user's preferences for each broadcast event for which the client **22** is monitoring.

The current broadcast events data **62** contains information relating to each of the plurality of broadcast events **14** for which the account user **42** is currently monitored or plans to monitor using the client **22**. The current broadcast event data **62** preferably includes a broadcast server identification **72** and a plurality of broadcast information **74** for each broadcast event **34** being monitored by the client **22**. It will be appreciated by one of ordinary skill in the art that, additionally, the client **22** can include a default broadcast server identification which is associated with all broadcast events not having an identified associated broadcast server identification. (not shown) For example, a first broadcast server identification **76** and a plurality of first broadcast information **78** are stored within the current broadcast events data **62** for the first broadcast event **36**. Similarly, a second broadcast server identification **80** and a plurality of second broadcast event information **82** for the second broadcast event **38** are stored within the current broadcast events data **62**. The broadcast server

identification **72**, such as the first broadcast server identification **76** and the second broadcast server identification **80** can be, for example, a unique selective call address in a wireless messaging system or a telephone number. Alternatively, the broadcast server identification **72** can be routing information that can be converted to an IPv4, MAC or IPv6 address and an associated number of the port assigned to the server associated with the broadcast event **34**. It will be appreciated by one of ordinary skill in the art that the broadcast server identification **72** can be one mentioned herein or an equivalent. The broadcast server identification **72** enables the client **22** to access a broadcast server **16** wherein information relating to the broadcast event **34** can be found.

FIG. **3** illustrates further details of the plurality of transfer client profiles **58** of FIG. **2**. The plurality of transfer client profiles **58** preferably includes a client profile for each of the plurality of clients **12** for which the client **22** can transfer the monitoring of one or more broadcast event as required and/or desired. Each of the plurality of transfer client profiles **58** can, for example, include the connection type used for communication with the specific client (wide area network, short range wireless, infrared data association (IrDA), Universal Serial Bus (USB), or serial). If a wide or local area network was used for communication, the client profile can further include routing information that can be converted to an IPv4, MAC or IPv6 address. A user friendly name such as Uniform Resource Identifiers (URI), phone number or other where a Domain Name Server (DNS) can be used to access a database to obtain the routable information (IP addressing). The client profile can also include information pertaining to the monitoring capabilities of the client including

connection types the client is capable of using to monitor a broadcast event, media types the client is capable of using to monitor a broadcast event, applications the client has installed which can monitor a broadcast event, indications of the applications which can be installed to monitor a broadcast event. According to the

5 present invention, a client profile can be stored separately or, in one embodiment, stored with a link to one or more attributes. For example, as illustrated in FIG. 3, client profile A **84** can be linked with at least one broadcast event such as a broadcast event X **86**. Similarly, client profile B **88** can be linked with at least one broadcast channel such as a broadcast channel X **90**. Similarly, client profile C **92** can be linked

10 with at least one time period such as a time period **94**. Similarly, a client profile can be linked with other attributes such as a broadcast event type (such as sports or music) or an available broadcast event monitoring connections (such as streaming MPEG (Moving Picture Expert Group) video, streaming MP3, or cellular broadcast text messages). It will be appreciated by one of ordinary skill in the art that, in accordance

15 with the present invention, each client profile can be linked with one or more of the attributes mentioned herein or an equivalent.

FIG. 4 illustrates the plurality of broadcast information **74** stored within the plurality of client data **46** of FIG. 2. Those skilled in the art will recognize that the illustration of FIG. 4 can further be the first broadcast information **78** associated with

20 the first broadcast event **36**, the second broadcast information **82** associated with the second broadcast event **38**, or broadcast information for any of the plurality of broadcast events **14**. Preferably, the plurality of broadcast information **74** includes an event identification **96**, a monitoring license **98**, an event time period **100** (preferably

including an event start time **108** and an event end time **110**), a broadcast channel **102**, a plurality of connection information **104**, and a plurality of media information **106**. It will be appreciated by one of ordinary skill in the art that the plurality of broadcast information **74**, in accordance with the present invention, can include any of the

5 broadcast information mentioned herein or an equivalent.

The plurality of connection information **104** can include, for example, a navigational path to information about the broadcast event of interest, a navigational path to a media stream that monitors the broadcast event of interest, and/or a navigational path to information on how to connect to one or more media streams that

10 monitor the broadcast event of interest. The navigational path can be for example a Uniform Resource Identifier (URI). URIs are short strings that refer to resources in the Internet computer network including documents, images, downloadable files, services, electronic mailboxes, streaming video, streaming audio, streaming text, and other resources. They make resources available under a variety of naming schemes

15 and access methods (such as HTTP (Hypertext Transfer Protocol), FTP (File Transfer Protocol), and Internet protocol) addressable in the same simple way. Alternatively, the plurality of connection information **106** can include a plurality of communication media channels such as a telephone number, a FM radio station, a satellite television channel or an equivalent. (not shown) The account user **42** can choose the optimum

20 resource for monitoring the content based on the type of device in which the client **22** is operating. For example, A 2G mobile device can have a URI entry for a WAP (Wireless Application Protocol) server that will provide push SMS (short message service) messages about the game while a 3G mobile device can use the URI entry for

the WAP server or connect directly to a server that can provide streaming media of the game. Alternatively, the device can automatically determine the optimum method for monitoring the broadcast event **34** based on the device's capabilities, the richness of the content, and/or the costs associated with monitoring.

5           The plurality of media information **106**, for example, can include a plurality of canned content **112** associated with the broadcast event **34**. Similarly, the plurality of media information **106** can include a navigational path to retrieve the plurality of canned content **112** associated with the broadcast event **34**. (not shown) An example of the plurality of canned content **112** is an animation of a particular team making a  
10   touchdown that is stored and displayed on a device in which the client **22** operates when the football team scores a touchdown. The plurality of media information **106**, similarly, can include other content associated with the broadcast event **34** that can be available to the account user **42** dependent upon the type of device in which the client **22** is operating. For example, the plurality of media information **106** can be SMS  
15   messages about the game sent to a mobile device. Similarly, if the account user **42** also plays fantasy football, SMS messages such as information on fantasy football as games are being played can be sent to the mobile device while still the client **22** continues receiving information on the football game the account user **42** is currently monitoring.

20           Referring back to FIG. 1, in a preferred embodiment of the present invention, the communication system **10** further includes a broadcast server **16** coupled to both the plurality of clients **12** and the plurality of broadcast events **14**. The broadcast server **16** facilitates monitoring of the plurality of broadcast events **14** by the plurality

of clients **12** within the communication system **10**. The broadcast server **16** provides numerous services to manage the monitoring of the plurality of broadcast events **14** by the plurality of clients **12**. The broadcast server **16** also offers various options to the account user **42** to reduce cost or enhance the features of monitoring of one or more of the plurality of broadcast events **14**. For example, when the account user **42** requires and/or desires to transfer monitoring of one or more of the plurality of broadcast events **14** from the first client **18** to the second client **20**, the broadcast server **16** can send the plurality of broadcast information **74** to the second client **20** in response to receiving a request from either the first client **18**, the second client **20**, or both. The broadcast server **16** can manage the various security issues such as user authentication, single use licenses, and the like.

FIG. **5** is an electronic block diagram of the broadcast server **16** for use within the communication system **10** of FIG. **1** in accordance with the present invention. The broadcast server **16** preferably includes a server processor **114**, a server memory **116**, a first server antenna **118**, a server receiver **120**, a second server antenna **122**, and a server transmitter **124**.

The first server antenna **118** intercepts transmitted signals from the plurality of clients **12** of the communication system **10**. The first server antenna **118** is coupled to the server receiver **120**, which employs conventional demodulation techniques for receiving the communication signals from communication system **10**. Coupled to the server receiver **120**, is the server processor **114**, utilizing conventional signal processing techniques for processing received requests. Preferably, the server processor **114** is similar to the MC68328 microcontroller manufactured by Motorola,

Inc. of Schaumburg, Illinois. It will be appreciated that other similar processors can be utilized for the server processor **114**, and that additional processors of the same or alternative type can be added as required for handling the processing requirements of the server processor **114**.

5           To perform the necessary functions of the broadcast server **16**, the server processor **114** is coupled to the server memory **116**, which preferably includes a random access memory (RAM), a read-only memory (ROM), and an electrically erasable programmable read-only memory (EEPROM). The server memory **116** preferably stores a plurality of assigned broadcast information **126** for a plurality of  
10 assigned broadcast events such as the first broadcast information **78**, the second broadcast information **82** and any other broadcast information **74** for broadcast events for which the broadcast server **16** manages. The server transmitter **124** is coupled to the server processor **114** and is responsive to a transmission command **128** from the server processor **114**. When the server transmitter **124** receives the transmission  
15 command **128** from the server processor **114**, the server transmitter **124** sends a response via the second server antenna **122**. The broadcast server **16**, for example, can operate as follows: the server receiver **120** receives a request for at least a portion of the plurality of assigned broadcast information **126** stored in the server memory  
20 **116**. The server processor **114** processes the received request and sends the transmission command **128** to the server transmitter **124**. The server transmitter **124** thereafter sends the plurality of broadcast information as requested to a specified client operating within a specified device.



Although the broadcast server **16** as described and illustrated in FIG. **5** is a wireless server, it will be appreciated by one of ordinary skill in the art that alternatively, the broadcast server **16**, in accordance with the present invention, can be a wired server connected to a network.

5           FIG. **6** is an electronic block diagram of one embodiment of a device in which the client **22** operates. Specifically, FIG. **6** illustrates a network device **196**. The network device **196** can operate for example on a local area network (LAN) or a wide area network (WAN) or a combination of both. The network device **196** can be one of a plurality of spatially co-located computers which are typically located within a  
10   room, building or campus of buildings and are sharing common resources and communicating with each other on a computer network in a manner well known to one of ordinary skill in the art. Typical resources shared are files on a file server, printers on a print server, and electronic message (email) services on an email server. The network device **196** can operate on a network that uses a physical network such as  
15   ARCNET, Ethernet, Token-ring, Local Talk or other network media to connect the computers, which represent wired network nodes into the network. The network device **196** can operate on a LAN that employs any one of a number of networking protocols, such as TCP/IP (Transmission Control Protocol/Internet Protocol), AppleTalk™, IPX/SPX (Inter-Packet Exchange/Sequential Packet Exchange), Net  
20   BIOS (Network Basic Input Output System) or any other packet structures to enable the communication among the devices and/or between the devices and the shared resources. Further the network device **196** can operate on a WAN that uses a different physical network media such as X.25, Frame Relay, ISDN, Modem dial-up or other

media to connect other computers or other local area networks. In the following description, the term "network device" includes any of the devices operating as described above or an equivalent.

As illustrated, the network device **196** comprises a timing clock **198**, a central  
5 processing unit **200**, an electronic memory preferably in the form of a random access memory (RAM) **202** and/or a read only memory (ROM) **204**, and a mass storage element (e.g., a disk drive or the like) **206**. In one embodiment, the network device **196** includes a memory interconnect **208** for operatively connecting a memory storage device **210** to the network device **196**. The memory interconnect **208** can, for  
10 example, comprise a structure for physically engaging external contacts on the memory storage device **210** so that the memory storage device **210** is directly connected to the network device **196**. It will be appreciated by one of ordinary skill in the art that the memory interconnect **208** can also be a wireless connection such as an infrared, Bluetooth or radio frequency interface. When the memory interconnect **208**  
15 is connected to the memory storage device **210**, the network device **196** can access a plurality of memory information such as the plurality of client data **46** from the memory storage device **210**.

The network device **196** further preferably comprises a display driver **212**, a general I/O interface or data port **214**, and a user interface port **216** that  
20 accommodates a user interface **218** including any number of input means for general information entry. In the preferred embodiment, the user interface **218**, e.g., a keyboard **220**, a "mouse," **222**, a pen or puck activated tablet (not shown), a trackball **224**, an audio activated command recognition processor **226**, or the like, allows a

device user to enter and manipulate information using a user input **228**. After information is entered, it can be communicated to a wired communication system **230** via a conventional modem **232** or the like. Preferably, the network device **196** also includes an Ethernet connection **234** for communicating to the wired communication system **230** or for communicating through either a conventional cable modem **236** to a cable headend, or a (Digital Subscriber Line) DSL connection **238** to the wired communication system **230**. The network device **196** can be changed from an active to an inactive state or from an inactive state to an active state through the user input **228** to a power circuit **240**. The power circuit **240** can be operated manually via the user input **228** directly to the power circuit **240**, the user input **228** to the user interface **218**, or alternatively automatically via the programming of the CPU **200**.

In a preferred embodiment of the present invention, the network device **196** of FIG. **6** includes a network client **242**. It will be appreciated by one of ordinary skill in the art that the network client **242** can be the first client **18**, the second client **20**, or any other of the plurality of clients **12** of FIG. **1**. The network device **196** performs various functions related to one or more broadcast events for which the network device **196** is monitoring or plans to monitor in the future within the network client **242** using the plurality of client data **46** stored in the electronic memory of the network device **196**. The network client **242** can be hard coded or programmed into the network device **196** during manufacturing, can be programmed over-the-air upon customer subscription, or can be a downloadable application. It will be appreciated that other programming methods can be utilized for programming the network client **242** into the network device **196**. It will be further appreciated by one of ordinary

skill in the art that the network client **242** can be hardware circuitry within the network device **196**.

Preferably the network client **242** automatically updates a CRT **244** when a new entry has been sent or received by sending a command to the display driver **212**.

5 For example, the CRT **244** can be updated continuously as an event is broadcast or can be updated periodically for slow updates to an event. The network client **242** uses the plurality of client data **46** stored in the electronic memory or stored in the memory storage device **210** to perform functions relating to the broadcast events being monitored or planning to be monitored. It will be appreciated by one of ordinary skill  
10 in the art that networked devices having software-programming capabilities can include client data that is specialized and personalized such as the plurality of user preferences **60** including display options and screens for each account user **42**, or similarly can include particular preferences associated with each broadcast event **34** including the plurality of broadcast information **74**. Alternatively, networked devices  
15 that do not include software-programming capabilities can include the plurality of client data **46** including the plurality of user preferences **60** that are standard, pre-defined display options and screens for the plurality of current broadcast events for which the network client **242** is monitoring or plans to monitor in the future.

The plurality of user preferences **60** of the plurality of client data **46** used by  
20 the network client **242** further includes various alert options. In one embodiment, the network client **242** notifies the CPU **200** to send a command to an alert circuit (not shown) when new broadcast event information is received and/or when the current time either equals an event start time, an event end time, or is within a predetermined

event time period. In another embodiment, the network client **242** notifies the CPU **200** to send a command to the alert circuit when a broadcast information is to be deleted from the memory. Alternatively, no alert can be sent when new broadcast event information is received and stored in the memory. It will be appreciated by one of ordinary skill in the art that other alerting schemes are within the scope of the present invention. Further, the CPU **200** can send a command to the alert circuit in response to the user input **228** to the user interface **218** through to the user interface port **216**, such as a device user depressing a button or series of buttons, or in response to receipt of a message, initiates an input signal to the network client **242**. The network client **242**, in response to the input signal, accesses the plurality of client data **46** stored in the electronic memory for use in operation of the network client **242**.

Preferably, the network client **242** includes the client profile **246**. The client profile **246** includes information regarding the capabilities and limitations of the network client **242** and also of the network device **196**. For example, the client profile **246** can include indication of the media supported by the network client **242** (e.g. audio, video), indication of which features are supported by the network client **242**, device type, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile **246** can include any of those mentioned above in any combination or an equivalent. It will be appreciated by one of ordinary skill in the art that the client profile **246** can be the client profile for the network device **196** or the network client **242** that is stored within the plurality of transfer

client profiles **58** of the client data **46** within one or more of the plurality of clients **12** for which the network device **196** is available as a transfer device.

In accordance with the present invention, the network client **242** includes software capability for transferring all or a portion of the plurality of client data **46** to one or more other clients for use by the other client to participate within one or more of the plurality of sessions **54** within one or more of the plurality of servers **14**. The network client **242**, in accordance with the present invention, further includes software capability for receiving all or a portion of the plurality of client data **46** from at least one other client to transfer the monitoring of one or more of the plurality of broadcast events **14**. As illustrated in FIG. **6**, the software capability for transferring and/or the capability for receiving the plurality of client data **46** can be incorporated into the network client **242**, or alternatively can be contained within a separate data transfer application **248**. The data transfer application **248**, for example can be a third party software add-on that is compatible with existing client software applications (e.g. the network client **242**) already programmed into the network device **196**. Maintaining the data transfer software on a separate data transfer application **248** minimizes incorporation timeframes and also the cost of upgrading the network device **196** to include this feature.

FIG. **7** is an electronic block diagram of one embodiment of a device in which the client **22** operates. Specifically, FIG. **7** illustrates a mobile device **250**. It will be appreciated by one of ordinary skill in the art that the mobile device **250** in accordance with the present invention, can be a mobile cellular telephone, a mobile radio data terminal, a mobile cellular telephone having an attached data terminal, or a two way

pager, such as the "Page Writer 2000X" manufactured by Motorola Inc. of Schaumburg, Illinois. In the following description, the term "mobile device" refers to any of the devices mentioned above or an equivalent.

As illustrated in FIG. 7, the mobile device **250** includes a first antenna **252**, a second antenna **254**, a receiver **256**, a transmitter **258**, a clock **260**, a processor **262**, a device memory **264**, a device memory interconnect **266**, a device alert circuit **268**, a device display **270**, a device user interface **272** and a mobile client **274**.

The first antenna **252** intercepts transmitted signals from a wireless communication system **276**. It will be appreciated by one of ordinary skill in the art that the wireless communication system **276**, in accordance with the present invention, can function utilizing any wireless radio frequency (RF) channel, for example, a one or two-way pager channel, a mobile cellular telephone channel, or a mobile radio channel. Similarly, it will be appreciated by one of ordinary skill in the art that the wireless communication system **276** can function utilizing other types of communication channels such as infrared channels. In the following description, the term "wireless communication system" refers to any of the wireless communication systems mentioned above or an equivalent.

The first antenna **252** is coupled to the receiver **256**, which employs conventional demodulation techniques for receiving the communication signals transmitted by the wireless communication system **276**. Coupled to the receiver **256**, is the processor **262** utilizing conventional signal-processing techniques for processing received messages. Preferably, the processor **262** is similar to the MC68328 micro-controller manufactured by Motorola, Inc. of Schaumburg, Illinois.

It will be appreciated by one of ordinary skill in the art that other similar processors can be utilized for the processor **262**, and that additional processors of the same or alternative type can be utilized as required to handle the processing requirements of the processor **262**. The processor **262** decodes an address in the demodulated data of the received message, compares the decoded address with one or more addresses **278** stored in an address memory **280** of the device memory **264**; and when a match is detected, proceeds to process the remaining portion of the received message.

To perform the necessary functions of the mobile device **250**, the processor **262** is coupled to the device memory **264**, which preferably includes a random access memory (RAM), a read-only memory (ROM), and an electrically erasable programmable read-only memory (EEPROM)(not shown). The device memory **264** includes the address memory **280**, a message memory **282**, and a client data memory **284**.

Once the processor **262** has processed a received message, it stores the decoded message in the message memory **282** of the device memory **278**. It will be appreciated by one of ordinary skill in the art that the message memory **282**, in accordance with the present invention, can be a voicemail box or a group of memory locations in a data storage device. In the following description, the term “message memory” refers to any of the memory means mentioned above or an equivalent.

Preferably, when the received message is a message associated with a broadcast event, the processor **262** stores the decoded message in the client data memory **284**. For example, the message to be stored in the client data memory **284** can include one or more of the plurality of broadcast information **74** for the broadcast event **34** such as



the event identification **96**, the monitoring license **98**, the event time period **100**, the broadcast channel **102**, the connection information **104**, and/or the media information **106**. Similarly, the message can be a monitoring notification informing the mobile device **250** to monitor the broadcast event **34**. It will be appreciated by one of

5 ordinary skill in the art that the monitoring notification can include any of the plurality of broadcast information **74** or an equivalent.

In one embodiment, the mobile device **250** includes the device memory interconnect **266** for operatively connecting the memory storage device **210** to the mobile device **250**. The device memory interconnect **266** can, for example, comprise a  
 10 structure for physically engaging external contacts on the memory storage device **210** so that the memory storage device **210** is directly connected to the mobile device **250**. It will be appreciated by one of ordinary skill in the art that the device memory interconnect **266** can also be a wireless connection such as an infrared, Bluetooth or radio frequency interface. When the device memory interconnect **266** is connected to  
 15 the memory storage device **210**, the mobile device **250** can access a plurality of memory information such as the plurality of client data **46** from the memory storage device **210**.

The client data memory **284** includes the plurality of client data **46** as described previously in FIG. **2**. The client data memory **284** includes a memory slot **286** for each  
 20 broadcast event **34** in which the mobile device **250** is monitoring. The memory slot **286**, in accordance with the present invention, preferably includes the plurality of broadcast information **74** as illustrated in FIG. **4**. The memory slot **286** is preferably allocated a fixed amount of memory for storing associated broadcast information for

each broadcast event. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, the client data memory **284** and associated operation herein described, in accordance with the present invention, can be included in the network device **196** of FIG. **6**, a cable box **290** as illustrated in FIG. **8**, or any  
5 other device in which the client **22** operates.

Upon receipt and processing of a message, the processor **262** preferably generates a command signal to the device alert circuit **268** as a notification that the message has been received and stored. The device alert circuit **268** can include a speaker (not shown) with associated speaker drive circuitry capable of playing  
10 melodies and other audible alerts, a vibrator (not shown) with associated vibrator drive circuitry capable of producing a physical vibration, or one or more LEDs (not shown) with associated LED drive circuitry capable of producing a visual alert. It will be appreciated by one of ordinary skill in the art that other similar alerting means as well as any combination of the audible, vibratory, and visual alert outputs described  
15 can be used for the device alert circuit **268**.

Upon receipt and processing of a message, the processor **262** preferably also generates a command signal to the device display **270** to generate a visual notification of the receipt and storage of the message. When the device display **270** receives the command signal from the processor **262** that the message has been received and  
20 stored in the device memory **264**, a message indication is displayed. The message indication, for example can be the activation of one of a plurality of message icons on the device display **270**. The device display **270** can be, for example, a liquid crystal display utilized to display text. It will be appreciated by one of ordinary skill in the art

that other similar displays such as cathode ray tube displays can be utilized for the device display **270**.

The mobile device **250** preferably further includes the clock **260**. The clock **260** provides timing for the processor **262**. The clock **260** can include the current time for use in the operation of the mobile device **250**. The clock **260** also provides a source for timing of feature enhancements such as active and inactive periods of operation or periods of alerting.

In a preferred embodiment, the mobile device **250** includes the mobile client **274**. It will be appreciated by one of ordinary skill in the art that the mobile client **274** can be the first client **18**, the second client **20**, or any other of the plurality of clients **12** of FIG. 1. The mobile client **274** performs operation functions within the mobile device **250** using the plurality of client data **46** stored in the client data memory **284**. The mobile client **274** can be hard coded or programmed into the mobile device **250** during manufacturing, can be programmed over-the-air upon customer subscription, or can be a downloadable application. It will be appreciated that other programming methods can be utilized for programming the mobile client **274** into the mobile device **250**. It will be further appreciated by one of ordinary skill in the art that the mobile client **274** can be hardware circuitry within the mobile device **250**. Preferably the mobile client **274** automatically updates the device display **270** when a new entry has been sent or received. For example, the device display **270** can be updated continuously as an event is broadcast or can be updated periodically for slow updates to an event. The mobile client **274** uses the plurality of client data **46** stored in the electronic memory or stored in the memory storage device **210** to perform functions

relating to various received and/or sent entries relating to broadcast events being monitored or planning to be monitored. It will be appreciated by one of ordinary skill in the art that mobile devices having software-programming capabilities can include specialized and personalized display options and screens for each broadcast event **34**.

- 5 Alternatively, mobile devices that do not include software-programming capabilities can include standard, pre-defined display options and screens for the plurality of broadcast events **14**. In accordance with the present invention, the display options for the plurality of broadcast events in which the mobile client **274** within the mobile device **250** is participating can be included in the plurality of user preferences for each
- 10 broadcast event **34** or alternately, the display options can be stored independently within the plurality of user preferences **60** of the plurality of client data **46**.

The mobile client **274** further operates using various alert options. In one embodiment, the mobile client **274** notifies the processor **262** to send a command to the device alert circuit **268** when new broadcast information is added to the memory

15 slot **286** of the client data memory **284** for the broadcast event **34** or when the current time is an event start time, an event end time, or within a predetermined event time period. In another embodiment, the mobile client **274** notifies the processor **262** to send a command to the device alert circuit **268** when any of the broadcast information is to be deleted from the memory slot **286**. Alternatively, no alert can be sent when a

20 new entry is received and stored in the client data memory **284** and/or when the current time is an event start time. It will be appreciated by one of ordinary skill in the art that other alerting schemes are within the scope of the present invention. In accordance with the present invention, the alert options for the plurality of current

broadcast events **62** in which the mobile client **274** within the mobile device **250** is monitoring can be included in the plurality of user preferences for each broadcast event **34** or alternately, the alert options can be stored independently within the plurality of user preferences **60** of the plurality of client data **46**.

5 In accordance with the present invention, the mobile client **274** includes software capability for transferring all or a portion of the plurality of client data **46** to at least one other client for use by the other client to monitor one or more of the plurality of current broadcast events **62**. The mobile client **274**, in accordance with the present invention, further includes software capability for receiving all or a portion  
10 of the plurality of client data **46** from another client to monitor one or more of the plurality of broadcast events **14**. As illustrated in FIG. 7, the software capability for transferring and receiving client data can be incorporated into the mobile client **274** (not shown) or alternatively contained within a separate data transfer application **248**. The data transfer application **248**, for example can be a third party software add-on  
15 that is compatible with existing software applications (e.g. the mobile client **274**) already programmed into the mobile device **250**. Maintaining the data transfer software on a separate data transfer application **248** minimizes incorporation timeframes and also the cost of upgrading a mobile device to include this feature.

Preferably, the device user interface **272** is coupled to the processor **262**. The  
20 device user interface **272** can be one or more buttons used to generate a button press, a series of button presses, a voice response from the device user, or some other similar method of manual response initiated by the device user (such as the account user **64**) of the mobile device **250**. The processor **262**, in response to the device user interface

**272**, such as a device user depressing a button or series of buttons, or in response to receipt of a message, initiates an input signal to the mobile client **274**. The mobile client **272**, in response to the user input signal, accesses the plurality of client data **46** in the client data memory **284** for use in operation of the mobile client **274**.

5            Preferably, the mobile client **274** includes the client profile **246**. The client profile **246** includes information regarding the capabilities and limitations of the mobile client **274** and also of the mobile device **250**. For example, the client profile **246** can include indication of the media supported by the mobile client **274** (e.g. audio, video), indication of which features are supported by the mobile client **274**,  
 10   device type, device protocol usage, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile **246** can include any of those mentioned above in any combination or an equivalent. It will be appreciated by one of ordinary skill in the art that the client profile **246** can be the  
 15   client profile for the mobile device **250** or the mobile client **274** that is stored within the plurality of transfer client profiles **58** of the client data **46** within one or more of the plurality of clients **12** for which the mobile device **250** is available as a transfer device. The transmitter **258** is coupled to the processor **262** and is responsive to commands from the processor **262**. When the transmitter **258** receives a command  
 20   from the processor **262**, the transmitter **258** sends a signal via the second antenna **254** to the wireless communication system **276**.

In an alternative embodiment (not shown), the mobile device **250** includes one antenna performing the functionality of the first antenna **252** and the second antenna

**254.** Further, the mobile device **250** alternatively includes a transceiver circuit performing the functionality of the receiver **256** and the transmitter **258**. It will be appreciated by one of ordinary skill in the art that other similar electronic block diagrams of the same or alternate type can be utilized for the mobile device **250** to

5 handle the requirements of the mobile device **250**.

The mobile device **250** can be changed from an active state to an inactive state or from an inactive state to an active state through a user input to a power circuit **288**. The power circuit **288** can be operated manually via the user input to the power circuit **288**, the user input to the device user interface **272**, or alternatively automatically via

10 the programming of the processor **262**.

FIG. **8** is an electronic block diagram of one embodiment of a device in which the client **22** operates. Specifically, FIG. **8** illustrates an interactive broadcast receiver such as a cable box **290**. The cable box **290** preferably allows network operators to deploy a wide range of interactive television broadcast services and applications on

15 their networks. Further the cable box **290** preferably offers cable operators a combined, all-in-one, hardware and software solution for deploying interactive television services on their networks, thereby creating the ability for real time electronic message communication using television sets and networks.

As illustrated in FIG. **8**, the cable box **290** preferably includes a controller **292**

20 for controlling the operation of the cable box **290**. Preferably, the controller **292** is similar to the MC68328 micro-controller manufactured by Motorola, Inc. of Schaumburg, Illinois. It will be appreciated by one of ordinary skill in the art that other similar processors can be utilized for the controller **292**, and that additional

processors of the same or alternative type can be utilized as required to handle the processing requirements of the controller **292**. Preferably, the controller **292** is programmed to function with a cable client **294**. The cable client **294**, in accordance with the present invention, operates similarly to the network client **242** of FIG. **6** and the mobile client **274** of FIG. **7** as described above. It will be appreciated by one of ordinary skill in the art that the cable client **294** illustrated in FIG. **8** can be the first client **18**, the second client **20**, or any other of the plurality of clients **12** of FIG. **1**.

In accordance with the present invention, the cable client **294** includes software capability for transferring all or a portion of the plurality of client data **46** to at least one other client for use by the other client to monitor one or more of the plurality of broadcast events **14**. The cable client **294** further includes software capability for receiving all or a portion of the plurality of client data **46** from another client to monitor one or more of the plurality of broadcast events **14**. As illustrated in FIG. **8**, the software capability for transferring and receiving client data can be incorporated into the cable client **294** (not shown) or alternatively contained within a separate data transfer application **248**. The data transfer application **248**, for example can be a third party software add-on that is compatible with existing software applications (e.g. the cable client **294**) already programmed into the cable box **290**. Maintaining the data transfer software on a separate data transfer application **248** minimizes incorporation timeframes and also the cost of upgrading a device to include this feature.

Preferably, the cable client **294** includes the client profile **246**. The client profile **246** includes information regarding the capabilities and limitations of the cable



client **294** and of the cable box **290**. For example, the client profile **246** can include indication of the media supported by the cable client **294** (e.g. audio, video), indication of which features are supported by the cable client **294**, device type, device protocol usage, device display, device battery life, device battery capacity, device processing power, and access to alternate networks. It will be appreciated by one of ordinary skill in the art that the client profile **246** can include any of those mentioned above in any combination or an equivalent. It will be appreciated by one of ordinary skill in the art that the client profile **246** can be the client profile for the cable box **290** or the cable client **294** that is stored within the plurality of transfer client profiles **58** of the client data **46** within one or more of the plurality of clients **12** for which the cable box **290** is available as a transfer device.

The cable box **290** further includes an up/down converter **296** coupled to the controller **292** for communicating with a cable headend. To perform the necessary functions of the cable box **290**, the controller **292** is further coupled to a cable box memory **298**, which preferably includes a cable box random access memory (RAM) **300**, a cable box read-only memory (ROM) **302**, and an electrically erasable programmable read-only memory (EEPROM)(not shown). The cable box memory **298** of the cable box **290** preferably includes the client data memory **284** as previously described and illustrated in FIG. 7.

In one embodiment, the cable box **290** includes a cable box memory interconnect **304** for operatively connecting the memory storage device **210** to the cable box **290**. The cable box memory interconnect **304** can, for example, comprise a structure for physically engaging external contacts on the memory storage device **210**

so that the memory storage device **210** is directly connected to the cable box **290**. It will be appreciated by one of ordinary skill in the art that the cable box memory interconnect **304** can also be a wireless connection such as an infrared, Bluetooth or radio frequency interface. When cable box memory interconnect **304** is connected to

5 the memory storage device **210**, the cable box **290** can access a plurality of memory information such as the plurality of client data **46** from the memory storage device **210**.

Further coupled to the controller **292** is a first cable box I/O **306** for driving a remote control transceiver **308** and further for driving a radio frequency transceiver

10 **310** connected to a cable box antenna **312**. A second cable box I/O **314** for inputs from a user input via a cable box user interface **316** is further coupled to the controller **292**. Also coupled to the controller **292** are an audio driver **318** and a radio frequency/video driver **320** for communicating with a television **322**.

The cable box **290** can be changed from an active state to an inactive state or

15 from an inactive state to an active state through a user input to a cable box power circuit **324**. The cable box power circuit **324** can be operated manually via the user input to the cable box power circuit **324**, the user input to the cable box user interface **316** or alternatively automatically via the programming of the controller **292**.

FIG. **9** is an electronic block diagram of one embodiment of the communication

20 system **10** of FIG. **1**. Specifically, the communication system **10** as illustrated in FIG. **9** includes, the broadcast server **16**, the plurality of broadcast events **14**, the plurality of clients **12** within a plurality of mobile devices **328**, and the wireless communication system **276**.

The wireless communication system **276**, as illustrated in FIG. **9** includes a message input device for initiating messages into the wireless communication system **276**. The message input device can be, for example, a telephone **330**, a computer **332**, a desktop messaging unit **334**, or the broadcast server **16** connected through a

5 conventional public switched telephone network (PSTN) **336** through a plurality of telephone links **338** to a wireless system controller **340**. The telephone links **338**, for example, can be a plurality of twisted wire pairs, a fiber optic cable, or a multiplexed trunk line.

The wireless system controller **340** is coupled to and oversees the operation of at

10 least one radio frequency (RF) transmitter **342** and at least one radio frequency (RF) receiver **344** through one or more communication links **346**. The communication links **346** typically are twisted pair telephone wires, and additionally can include radio frequency (RF), microwave, or other communication links. The RF transmitter **342** and the RF receiver **344** typically are used with message store and forward stations

15 that encode and decode inbound and outbound messages into formats that are compatible with landline message switched computers and personal radio addressing requirements, such as cellular messages, short messaging service, or paging protocols. The wireless system controller **340** can also function to encode and decode wireless messages that are transmitted to or received by the RF transmitter **342** or the RF

20 receiver **344**. Telephony signals are typically transmitted to and received from the wireless system controller **340** by telephone sets such as the telephone **330** or a mobile device. The wireless system controller **340** encodes and schedules outbound messages such as a downlink message **348**. The wireless system controller **340** then

transmits the encoded outbound messages through the RF transmitter **342** via a transmit antenna **350** to the plurality of mobile devices **328** such as the mobile device **250** of FIG. 7 (or alternatively to the broadcast server **16** or directly to the plurality of broadcast events **14**) on at least one outbound radio frequency (RF) channel **352**. The

5 plurality of mobile devices **328**, for example, includes a first mobile device **354**, a second mobile device **356**, and a third mobile device **358** each communicating through a wireless connection such as the outbound RF channel **352** and an inbound RF channel **360**. The downlink message **348** can be, for example, the plurality of client data **46**, a monitoring notification, the plurality of broadcast information **74**, or

10 any other of similar data. Similarly, the wireless system controller **340** receives and decodes inbound messages such as an uplink message **362** received by the RF receiver **344** via a receive antenna **364** on at least one inbound radio frequency (RF) channel **360** from one of the plurality of mobile devices **328** (or alternatively from the broadcast server **16** or from the plurality of broadcast events **14**). The uplink message

15 **362** can be, for example, the plurality of client data **46**, a monitoring notification, the plurality of broadcast information **74**, or any other of similar data.

Each of the plurality of mobile devices **328** assigned for use within the wireless communication system **276** has an address or identity assigned thereto which is a unique selective call address in the wireless communication system **276**. For

20 example, the first mobile device **354** has a first address **366**, the second mobile device **356** has a second address **368**, and the third mobile device **358** has a third address **370**. It will be appreciated by one of ordinary skill in the art that other mobile devices assigned for use with the wireless communication system **276** have an address

assigned thereto which is a unique selective call address in the wireless communication system **276**. The address enables the transmission of the downlink message **348** from the wireless system controller **340** only to the mobile device having the address, and identifies the messages and responses received at the wireless system controller **340** from the mobile device with the address. In one embodiment, each of the plurality of mobile devices **328** also has a pin number assigned thereto, the pin number being associated with a telephone number within the PSTN **336**. A list of the assigned addresses and correlated telephone numbers for each of the plurality of mobile devices **328** is stored in the wireless system controller **340** in the form of a subscriber database **372**.

Preferably, at least one client operates within a mobile device. For example, as illustrated in FIG. **9**, the first client **18** operates within the first mobile device **354** and the second client **20** operates within the second mobile device **356**. Similarly, a plurality of clients can operate within the same mobile device. For example, a third client **374** and a fourth client **376** operate within the third mobile device **358**. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, a mobile device can include no client, one client, or a plurality of clients.

In one embodiment of the present invention, the broadcast server **16** is coupled to the wireless system controller **340** of the wireless communication system **276**. The broadcast server **16** provides a means for electronic monitoring by the plurality of mobile devices **328** of the plurality of broadcast events **14**. The broadcast server **16**, for example, receives a request and can in response to such receipt, sends a response, both via the wireless system controller **340**. The wireless system controller **340** then

routes the response to the requesting device which can be a message input device, such as the telephone **330**, the computer **332**, or the desktop messaging unit **334**, or alternatively can be an individual or one of the plurality of mobile devices **328**. In the following description, the term “requester” refers to any of the requesting devices

5 mentioned above or an equivalent.

Preferably, the broadcast server **16** includes a server address **378**, which is a unique selective call address in the wireless communication system **276**. The server address **378** enables the transmission, via the inbound RF channel **360**, to the broadcast server **16** of various electronic communications. The broadcast server **16** similarly sends electronic communications to the plurality of mobile devices **328** via the outbound RF channel **352**. Furthermore, the broadcast server **16** can also have a PIN number assigned thereto, the PIN number being associated with a telephone number within the PSTN **336**. The server address **378** and correlated telephone number is stored in the in the subscriber database **372** of the wireless system controller **340**.

The coupling of the broadcast server **16** to the wireless communication system **276** enhances the operation of the communication system **10** by adding intelligence for multiple mobile devices to receive and transfer multiple broadcast events. The broadcast server **16** interactively manages the messaging traffic associated with monitoring of multiple broadcast events in an efficient manner. For example, the first client **18** can send a request for a plurality of broadcast information associated with at least one broadcast event to the broadcast server **16** and in response, the broadcast server **16** can send the plurality of broadcast information **74** to the second

client **20**. Alternatively, the broadcast server **16** can send the plurality of broadcast information **74** to the first client **18**; and the first client **18** can then send the received plurality of broadcast information **74** to the second client **20**.

Once the second client **20** receives the plurality of broadcast information **74**, it  
5 will be capable of using the plurality of broadcast information **74** to monitor one or more of the plurality of broadcast events **14**. The information used to monitor one or more of the plurality of broadcast events (e.g. the text messages, images, audio, and/or video) can be sent to the second client **20** via the broadcast server **16** or by bypassing the broadcast server **16** and sending the monitoring information directly from one or  
10 more of the plurality of broadcast events **14** through the wireless system controller **340** and to the second client **20**.

FIG. **10** is an electronic block diagram of one embodiment of the communication system of FIG. **1**. Specifically, FIG. **10** illustrates an embodiment of the present invention in which the communication system **10** includes the wired  
15 communication system **230** of FIG. **6**, the broadcast server **16**, and the plurality of broadcast events **14**. The wired communication system **230**, for example, can include a LAN **380** (local area network), a WAN **382** (wide area network), or a combination of LAN **380** and WAN **382** networks. It will be appreciated that while only a single LAN **380** and a single WAN **382** are shown, multiple LAN **380** networks and/or  
20 WAN **382** networks can be interconnected in a manner well known to one of ordinary skill in the art for the transfer of electronic communication such as the plurality of client data **46**.

The general function and operation of the LAN **380** is one of allowing spatially co-located computers which are typically located within a room, building or campus of buildings to communicate with each other and/or share common resources on a computer network in a manner well known to one of ordinary skill in the art. The

5 spatially co-located computers are represented pictorially in FIG. **10** as a plurality of network devices, such as the network device **196** of FIG. **6**, three of which are shown by example. (a first network device **384**, a second network device **386**, and a third network device **388**) Each of the plurality of network devices communicates using a network connection **390**. Preferably, at least one client operates within a network

10 device. For example, as illustrated in FIG. **10**, the first client **18** operates within the first network device **384** and the second client **20** operates within the second network device **386**. Similarly, a plurality of clients can operate within the same network device. For example, the third client **374** and the fourth client **376** operate within the third network device **388**. It will be appreciated by one of ordinary skill in the art that,

15 in accordance with the present invention, a network device can include no client, one client, or a plurality of clients.

Typical resources shared on the LAN **380** through a LAN server **392** are files on a file server, printers on a print server, electronic message (email) services on an email server, and Internet connection services on an Internet server. The LAN **380** uses a

20 physical network such as ARCNET, Ethernet, Token-ring, Local Talk or other network media to connect the computers, which represent wired network nodes into the network. The LAN **380** can employ any one of a number of networking protocols, such as TCP/IP (Transmission Control Protocol/Internet Protocol), AppleTalk™,



IPX/SPX (Inter-Packet Exchange/Sequential Packet Exchange), Net BIOS (Network Basic Input Output System) or any other packet structures to enable the communication between clients and the server. In the following description, the term “local area network” refers to a network utilizing any of the networking protocols mentioned above or an equivalent. The LAN **380** can also use routers (not shown) to subnet the LAN **380** organizationally or physically. In this context, the definition of the LAN **380** as described herein refers to a geographic locality of computers and the type of wired media used to interconnect the computers for communication.

The general function and operation of the WAN **382** is also one of allowing computers to share common resources. However, in this context the definition used herein is one where the computers are not spatially co-located. The typical resources shared are similar to, if not the same, as found in the LAN **380**. However, the WAN **382** uses a different physical network media such as X.25, Frame Relay, ISDN, Modem dial-up or other media to connect other computers or other local area networks to the WAN **382** network. The WAN **382**, for example, can include a number of well-known private wide area networks, one (**394**) of which is shown by example; and public wide area networks, one (**396**) of which is shown by example, such as CompuServe™, America Online™ (AOL), the MIT computer network, the Motorola™ computer network and Prodigy™. In the following description, the term “wide area network” refers to any of the networks mentioned above or an equivalent. The WAN **382** described above can operate independently, or can be interconnected through the Internet computer network **395**. Likewise, the LAN **380** can also be

interconnected to the WAN **382** through the Internet computer network **395**, as shown, in a manner well known to one of ordinary skill in the art.

In one embodiment of the present invention, the broadcast server **16** is coupled to the LAN **380** and the WAN **382**. The broadcast server **16** provides a means for electronic monitoring by the plurality of network devices of the plurality of broadcast events **14**. The broadcast server **16**, for example, receives a request and can in response to such receipt, sends a response. The coupling of the broadcast server **16** to the wireless communication system **276** enhances the operation of the communication system **10** by adding intelligence for multiple networked devices to receive and transfer multiple broadcast events of the plurality of broadcast events **14**. The broadcast server **16** interactively manages the messaging traffic associated with monitoring of multiple broadcast events in an efficient manner. For example, the first client **18** can send a request for a plurality of broadcast information associated with at least one broadcast event of the plurality of broadcast events **14** to the broadcast server **16** and in response, the broadcast server **16** can send the plurality of broadcast information **74** to the second client **20**. Alternatively, the broadcast server **16** can send the plurality of broadcast information **74** to the first client **18**; and the first client **18** can then send the received plurality of broadcast information **74** to the second client **20**. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, the plurality of broadcast events **14** can be connected directly to the LAN **380** and the WAN **382**.

Once the second client **20** receives the plurality of broadcast information **74**, it will be capable of using the plurality of broadcast information **74** to monitor one or

more of the plurality of broadcast events **14**. The information used to monitor one or more of the plurality of broadcast events (e.g. the text messages, images, audio, and/or video) can be sent to the second client **20** via the broadcast server **326** or by bypassing the broadcast server **326** and sending the monitoring information directly from one or

5 more of the plurality of broadcast events **14** through the LAN server **392** and to the second client **20**.

FIG. **11** is an electronic block diagram of one embodiment of the communication system **10** of FIG. **1**. Specifically, FIG. **11** illustrates an alternate embodiment of the present invention in which the communication system **10** includes

10 a broadcast communication system **398**, the broadcast server **16**, and the plurality of broadcast events **14**.

The broadcast communication system **398** preferably includes a cable headend **400**, a network PSTN **402**, and a plurality of cable boxes, such as the cable box **290** of FIG. **8**, three of which are shown by way of example (a first cable box **404**, a second

15 cable box **406**, and a third cable box **408**). Each of the plurality of cable boxes communicates within the broadcast communication system **398** via a wired connection **410**. Preferably, at least one client operates within a cable box. For example, as illustrated in FIG. **11**, the first client **18** operates within the first cable box **404** and the second client **20** operates within the second cable box **406**. Similarly, a

20 plurality of clients can operate within the same cable box. For example, the third client **374** and the fourth client **376** operate within the third cable box **408**. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, a cable box can include no client, one client, or a plurality of clients.

200441 02402

The cable headend **400** is coupled to the first cable box **404**, the second cable box **406**, the third cable box **408**, the network PSTN **402**, and, in one embodiment, the broadcast server **16** (or alternatively the plurality of broadcast events **14**). The cable headend **400** enables operators to deliver services such as conventional video and audio broadcasting, near video on demand (NVOD), video on demand (VOD), pay television, advertising, information, interactive shopping and more. The cable headend **400** preferably offer functions such as MPEG-2/DVB (Moving Picture Experts Group – 2/Digital Video Broadcasting) encoding of local and non-compressed programs, insertion of local advertising and events data insertion, conditional access (CA) scrambling, interactive services, and monitoring and control of the entire network. At the multiplexing stage, broadcasters can create program bouquets and add PSI/SI information (Program Specific Information (PSI)/specific information (SI)) before the outgoing transport stream is delivered to a conditional access (CA) system for scrambling. Following processing, transport streams are modulated and then transmitted to the cable headend **400** via telecom networks, terrestrial or satellite systems.

In one embodiment of the present invention, the broadcast server **16** is coupled to the cable headend **400** of the broadcast communication system **398**. The coupling of the cable headend **400** to the broadcast server **16** provides a means for electronic monitoring by the cable boxes of the plurality of broadcast events **14**. It will be appreciated by one of ordinary skill in the art that, in accordance with the present invention, the plurality of broadcast events **14** can be connected directly to the cable headend **400**. The coupling of the cable headend **400** to the plurality of broadcast

events **14** provides a means for electronic monitoring by the cable boxes of the plurality of broadcast events **14** bypassing the broadcast server **16**.

FIG. **12** is an electronic block diagram illustrating an alternative embodiment of the communication system **10** in accordance with the present invention. As

5 illustrated, the communication system **10** preferably includes a first system **412** having a first plurality of devices **414**, and a second system **416** having a second plurality of devices **418**, the broadcast server **16**, and the plurality of broadcast events **14**. The first plurality of devices **414**, for example, includes the device **420**, the first device **422**, and the third device **426**. The second plurality of devices **418**, for  
10 example, includes the device **420**, the second device **424**, and the fourth device **428**. Preferably, the first system **412** and the second system **416** are coupled to the broadcast server **16**. Alternatively, the first system **412** and the second system **416** can be coupled directly to the plurality of broadcast events **14**. It will be appreciated by one of ordinary skill in the art that while only two systems are shown by way of  
15 example, multiple systems can be interconnected in a manner well known to one of ordinary skill in the art for the transfer of electronic information such as the plurality of client data **46** to the first plurality of devices **414** and the second plurality of devices **418**.

It will be appreciated by one of ordinary skill in the art that, in accordance with  
20 the present invention, the first system **412** and the second system **416** can be the wireless communication system **276** of FIG. **9**, the wired communication system **230** of FIG. **10**, the broadcast communication system **398** of FIG. **11** or any other equivalent system. Further, in accordance with the present invention, the

communication system **10** can include a plurality of wireless communication systems, a plurality of wired communication systems, or any combination thereof. Similarly, each client of the first plurality of devices **414** and the second plurality of devices **418** can be the mobile device **250** of FIG. 7, the network device **196** of FIG. 6, or the cable box **290** of FIG. 8.

FIG. **13** is a flowchart illustrating the operation of the communication system **10** in accordance with the preferred embodiment of the present invention. Beginning with Step **450**, the broadcast event **34** begins. The broadcast event **34**, for example, can be one or a combination of broadcast events selected from a group consisting of a sports game, a simulcast concert, a television program, a networked program, and a radio program. Next, in Step **452**, the first client **18** monitors the broadcast event **34**. It will be appreciated by one of ordinary skill in the art that although one broadcast event is described herein, the process is equally applicable to a plurality of broadcast events. Typically, the account user **42** is monitoring the broadcast event **34** using the first client **18**. It will be appreciated by one of ordinary skill in the art that the first client **18** can be operating within the first device **422** such as the first network device **384** of FIG. **10**, the first mobile device **354** of FIG. **9**, and/or the first cable box **404** of FIG. **11**. Next, in Step **454**, the process checks for the detection of an occurrence associated with the broadcast event **34**. The occurrence for example, can include one or a combination of occurrences selected from a group consisting of the event start time **108**, a user input received by the first client **18**, a user input received by the second client **20**, a deactivation of the first client **18**, an activation of the second client **20**, and an establishment of a communication connection between the first client **18**

and the second client **20**. Similarly, the occurrence can be the sending of a monitoring notification from the first client **18** to the second client **20**, or alternatively the sending of a monitoring notification request from the second client **20** to the first client **18**.

When no occurrence is detected in Step **454**, the process returns to Step **452** wherein  
 5 the first client **18** continues to monitor the broadcast event **34**. When an occurrence is detected in Step **454**, next in Step **456**, the process determines whether a broadcast monitoring transfer is required.

When a broadcast monitoring transfer is required in step **456**, in Step **458**, the process determines whether a monitoring license is required. When a monitoring  
 10 license is required in Step **458**, the process next determines in Step **460** whether the monitoring license can be transferred. In Step **462**, when the monitoring license can be transferred, the transfer of the monitoring license takes place from the first client **18** to the second client **20** either directly or via the broadcast server **16**. When a monitoring license cannot be transferred in Step **460**, the process next determines in  
 15 Step **464** whether the account user **42** wants to purchase a monitoring license. When the account user **42** agrees to purchase the monitoring license, in Step **466** the account user purchases the monitoring license. When the account user **42** does not purchase a monitoring license in step **464**, the process ends.

After the account user purchases the monitoring license in Step **466**, when no  
 20 monitoring license is required in Step **458**, and after the monitoring license has been transferred in Step **462**, the process continues to Step **468**. In Step **468**, a broadcast monitoring transfer takes place. The broadcast monitoring transfer, for example, can include choosing the second client **20** from at least one transfer client profile stored in

the first client **18**. It will be appreciated by one of ordinary skill in the art that the stored transfer profile of the second client **20** can be linked to the broadcast event **34**, to the broadcast channel **102** of the broadcast event **34**, to the event time period **100** of the broadcast event **34**, or any other attribute to assist in the choosing of the second

5 client **20** for transferring the monitoring of the broadcast event **34**. Further, when the communication system **10** includes the broadcast server **16**, the broadcast monitoring transfer step can include using the broadcast server **16** for transferring the plurality of broadcast information **74** associated with the broadcast event **34**. For example, the broadcast monitoring transfer step can include sending a monitoring notification from

10 the first client **18** to the second client **20**, sending a request for the plurality of broadcast information **74** associated with the broadcast event **34** from the second client **20** to the broadcast server **16**, and receiving the plurality of broadcast information **74** from the broadcast server **16** by the second client **20**. Alternatively, the broadcast monitoring step can include sending a request for the plurality of

15 broadcast information **74** associated with the broadcast event **34** from the first client **18** to the broadcast server **16**, receiving the plurality of broadcast information **74** from the broadcast server **16** by the first client **18**, and sending a monitoring notification from the first client **18** to the second client **20** wherein the monitoring notification includes the plurality of broadcast information **74**.

20 Next, and when no broadcast monitoring transfer is required in Step **456**, in Step **470**, the second client **20** monitors the broadcast event **34**. It will be appreciated by one of ordinary skill in the art that the second client **20** can be operating within the



second device **424** such as the second cable box **406** of FIG. **11**, the second mobile device **356** of FIG. **9**, and/or the second network device **386** of FIG. **10**.

FIG. **14** is a flowchart illustrating the operation of the communication system **10** in accordance with the preferred embodiment of the present invention. Specifically,

5 FIG. **14** illustrates the process when the account user **42** initiates the transfer of monitoring of one or more of the plurality of broadcast events **14** via the second client **20**. Beginning in Step **472**, the account user **42** monitors the broadcast event **34** using the first client **18**. It will be appreciated by one of ordinary skill in the art that the first client **18** can be operating within the first device **422** such as the first network device

10 **384** of FIG. **10**, the first mobile device **354** of FIG. **9**, and/or the first cable box **404** of FIG. **11**. Next, in Step **474**, the account user **42** initiates a “media pass” via the user interface to the second client **20**. Next, in Step **476**, the second client **20** determines potential first clients. The second client **20** can determine how many potential clients are available to the second client **20** for media pass transfers. For example, the second

15 client **20** can access and review the stored plurality of transfer client profiles **58**. Alternatively, the second client **20** can access a list of clients that are within communication range of the second client **20**. This access can be accomplished via a network server or directly from the second client **20** to the plurality of clients **12**, or any equivalent method as is well known in the art. Next, in Step **478**, the process

20 determines whether there are more than one potential first clients available to the second client **20**. When there are more than one potential first clients, in Step **480** the second client **20** present the account user **42** with a choice. This choice can be the full list of the potential first clients or can be a list including the broadcast events they are

monitoring. Alternatively, it could be a partial list (e.g. only events which have a broadcast event monitoring connection that the second client **20** is capable of monitoring). Next, in Step **482**, the account user **42** responds to the choice by making a selection **18**. Next, in Step **484**, the second client **20** selects the first client **18** based on the account user's selection and retrieves the first client profile associated with the first client **18**. Next, and when there is only one potential first client in Step **478**, in Step **486**, the second client **20** sends a monitoring notification request to the first client **18**. The monitoring notification request, in accordance with the present invention, can include a request for a monitoring license, and/or a request for the plurality of broadcast information **74** associated with the broadcast event **34**. The monitoring notification request can further include the second client's profile. Next, in Step **488**, the first client **18** determines the information to be sent to the second client **20** in the monitoring notification such as current connection information, the plurality of broadcast information **74**, a monitoring license, the first client's profile, and/or a time stamp. Next, in Step **490**, the first client **18** sends the monitoring notification to the second client **20** either directly, via the broadcast server **16**, via a communication system (such as the wireless communication system **276**, the wired communication system **230**, or the broadcast communication system **398**), or any other method as is well known in the art. Next, in Step **492**, the second client **20** receives the monitoring notification and uses the contents of the monitoring notification along with any user input received to determine the method of monitoring to be used for monitoring the broadcast event **34** on the second client **20**. Next, in Step **494**, the account user **42** monitors the broadcast event **34** using the second client

20. This monitored broadcast can be intentionally delayed where the delay is calculated to prevent the account user **42** from missing anything related to the broadcast event **34** due to changing from the first client **18** to the second client **20**. The calculation can use the time-stamp that can be sent with the monitoring notification.

It will be appreciated by one of ordinary skill in the art that although one broadcast event is described herein for FIG. **14**, the process is equally applicable to a plurality of broadcast events. Similarly, it will be appreciated by one of ordinary skill in the art that although the process herein described for FIG. **14** utilizes the first client **18** and the second client **20** by way of example, it is within the scope of the present invention to accomplish the transfer operations using a separate data transfer application within each device in which each client operates.

FIG. **15** is a flowchart illustrating the operation of the communication system **10** in accordance with the preferred embodiment of the present invention. Specifically, FIG. **15** illustrates the process when the account user **42** initiates the transfer of monitoring of one or more of the plurality of broadcast events **14** via the first client **18**. Beginning in Step **472**, the account user **42** monitors the broadcast event **34** using the first client **18**. It will be appreciated by one of ordinary skill in the art that the first client **18** can be operating within the first device **422** such as the first network device **384** of FIG. **10**, the first mobile device **354** of FIG. **9**, and/or the first cable box **404** of FIG. **11**. It will be further appreciated by one of ordinary skill in the art that although one broadcast event is described herein, the process is equally applicable to a plurality of broadcast events. Next, in Step **496**, the account user **42** initiates a “media pass”

via a user interface to the first client **18**. Next, in Step **498**, the first client **18** determines information to be included in a monitoring notification to be sent to the second client **20**. For example, the monitoring notification can include current connection information, the plurality of broadcast information **74**, a monitoring license, the first client's profile, and/or a time stamp. Next, in Step **500**, the first client **18** determines potential second clients available for the transfer of the monitoring of the broadcast event **34**. For example, the first client **18** can access and review the stored plurality of transfer client profiles **58**. Alternatively, the first client **18** can access a list of clients that are within communication range of the first client **18**. This access can be accomplished via a network server or directly from the first client **18** to the plurality of clients **12**, or any equivalent method as is well known in the art. Next, in Step **502**, the first client **18** determines whether there are more than one potential second clients available to the first client **18**. In Step **504**, when there are more than one potential second clients available to the first client **18**, the process determines whether the first client's preferences are set to automatically select the second client **20**. In Step **506**, when the preferences are set to automatically select the second client **20**, the first client **18** selects the second client **20**. For example, the second client profile can be linked to the broadcast event **34**, to the broadcast channel **102** of the broadcast event **34**, to the event time period **100** of the broadcast event **34**, of the event type, of the broadcast event connection, or to any other attribute of the broadcast event **34**. The first client **18** then automatically chooses the second client **20** based on the linkages. Additionally, the first client **18** can automatically select the second client **20** based upon the second client **20** being authenticated by the first client

18 and/or the second client's user friendly name matching a user friendly name stored in the first client 18. When the first client's preferences are not set to automatically select the second client 20 in Step 504, in Step 508, the first client 18 presents a choice to the account user 42. This choice can be the full list of the potential second

5 clients, a partial list of clients (e.g. only clients capable of using the connections available to monitor the broadcast event 34), a list of available broadcast event monitoring connections, or a list of broadcast event monitoring media types (e.g. audio, text, and video). Next, in Step 510, the account user 42 makes a selection. Next, in Step 512, the first client 18 selects the second client 20 based on the account

10 user selection of the previous step.

After the second client 20 is selected either because there is only one potential second client in Step 502, or using Steps 506 or 512, in Step 514, the first client 18 sends a monitoring notification to the second client 54 either directly, via the broadcast server 16, or via a communication system. For example, the monitoring

15 notification can include the plurality of broadcast information 74, a monitoring license, the first client's profile, and/or a time stamp. Next, in Step 516, the second client 20 determines the method of monitoring the broadcast event 34 using the information in the monitoring notification, information stored or programmed into the second client 20, and/or input from the account user 42. Next, in Step 494, the

20 account user 42 monitors the broadcast event 34 using the second client 20.

It will be appreciated by one of ordinary skill in the art that although one broadcast event is described herein for FIG. 15, the process is equally applicable to a plurality of broadcast events. Similarly, it will be appreciated by one of ordinary skill

in the art that although the process herein described for FIG. 15 utilizes the first client 18 and the second client 20 by way of example, it is within the scope of the present invention to accomplish the transfer operations using a separate data transfer application within each device in which each client operates.

5           FIG. 16 is a flowchart illustrating the operation of the communication system 10 in accordance with the preferred embodiment of the present invention. Specifically, FIG. 16 illustrates more detail of Step 488 of FIG. 14 and Step 498 of FIG. 15 in which the first client 18 determines the information to be included in the monitoring notification. Beginning with Step 520, the first client 18 determines whether the

10   plurality of broadcast information 74 is being transmitted with the currently monitored broadcast event 34. The plurality of broadcast information 74 can be transmitted directly with the transmitting of the broadcast event 34. Similarly, information such as a navigation path can be transmitted with the broadcast event 34 that indicates how to get the plurality of broadcast information 74. The first client 18 can then retrieve

15   the plurality of broadcast information 74 using the transmitted information. When the plurality of information 74 or information to retrieve the plurality of broadcast information 74 is not transmitted with the broadcast event 34, in Step 522, the first client 18 determines if it is supposed to determine the plurality of broadcast information 74. This decision could be based on the system design (e.g. the system

20   was designed to have the first client 18 retrieve the plurality of broadcast information 74), the first client capability, the first client's user preferences, or an equivalent. When the first client 18 is not supposed to determine the plurality of broadcast information 74, in Step 524, the connection information 104 is included in the

monitoring notification. For example, the connection information **104** can be the channel being monitored (e.g. channel 35), the system being monitored (e.g. Adelphia cable in Boynton Beach, Florida, USA), and a time stamp. Similarly, the connection information **104** can be a URI or a URL, a broadcaster's call letters, and/or the FM frequency being monitored (e.g. 92.7) along with a location (e.g. Palm Beach County). It will be appreciated by one of ordinary skill in the art that the connection information **104** can be any of the information mentioned herein or an equivalent. The process of determining the information to be included in the monitoring notification then ends.

10 In Step **526**, when the first client **18** is supposed to determine the plurality of broadcast information **74** in Step **522**, , the first client **18** uses the connection information **104** to query the broadcast server **16** to determine the broadcast event **34** being monitored from the connection information **104**. Next, in Step **528**, the first client **18** receives the plurality of broadcast information **74** including the connection  
15 information **104** from the broadcast server **16**. Next, in Step **530**, and when the broadcast information **104** is transmitted with the broadcast event **34**, the first client **18** includes the plurality of broadcast information **74** in the monitoring notification. For example, the first client **18** determines all of the possible ways that the broadcast event **34** can be monitored and includes this in the connection information **104** as part  
20 of the plurality of broadcast information **74**. Next, in Step **532**, the first client **18** determines whether it is supposed to use the second client profile to modify the plurality of broadcast information **74** to more properly fit the second client's capabilities prior to sending the monitoring notification. This determination can be

based on system design, first client capability, first client user preferences, or an equivalent. When the first client **18** is not supposed to modify the plurality of broadcast information in Step **532**, the process of determining the information to be included in the monitoring notification then ends.

5           In Step **534**, when the first client **18** is supposed to modify the plurality of broadcast information **74** to fit the capabilities of the second client **20** prior to sending the monitoring notification, the first client **18** determines whether the second client capabilities are stored and available to the first client **18**. For example, the second client profile can be included in the plurality of transfer client profiles **58** stored either  
10   in the first client **18**, or in a memory of the device in which the first client **18** operates, or an equivalent. In Step **536**, when the first client **18** does not have access to a stored client profile for the second client **20**, the first client **18** queries the second client **20** for the second client's capabilities. Next, in Step **538**, the first client **18** receives the second client's capabilities from the second client **20**. Next, and when the first client  
15   **18** has access to the stored client profile of the second client **20** in Step **534**, the first client **18** modifies the plurality of broadcast information **74** to match the capabilities of the second client **20** prior to including it in the monitoring notification. Next, in Step **542**, the process determines whether the second client **20** is missing an application required to monitor the broadcast event **34**. This determination can be  
20   made either by the second client **20** notifying the first client **18** of the missing application, by the broadcast server **16** notifying the first client **18** of the missing application, by the first client **18** using the second client profile to determine the missing application, or an equivalent. When the second client **20** is not missing an



application required for monitoring the broadcast event **34**, the process of determining the information to be included in the monitoring notification then ends. In Step **544**, when the second client **20** is missing an application in Step **542**, the first client **18** sends the application to the second client **20**. For example, the first client **20** can have stored the application locally, the application can have been transmitted with the broadcast event **34**, or the first client **18** can have downloaded the application from the Internet. Alternatively, the first client **18** can send the second client **20** the navigation path to retrieve the missing application. The process of determining the information to be included in the monitoring notification then ends.

It will be appreciated by one of ordinary skill in the art that although one broadcast event is described herein for FIG. **16**, the process is equally applicable to a plurality of broadcast events. Similarly, it will be appreciated by one of ordinary skill in the art that although the process herein described for FIG. **16** utilizes the first client **18** and the second client **20** by way of example, it is within the scope of the present invention to accomplish the transfer operations using a separate data transfer application within each device in which each client operates.

FIG. **17** is a flowchart illustrating the operation of the communication system **10** in accordance with the preferred embodiment of the present invention. Specifically, FIG. **17** illustrates more detail of Step **492** of FIG. **14** and Step **516** of FIG. **15** in which the second client **20** determines the method of monitoring. Beginning with Step **550**, the second client **20** determines whether the plurality of broadcast information **74** was included in the monitoring notification sent by the first client **18**. In Step **552**, when the plurality of broadcast information **74** was not included in the

monitoring notification, the connection information **104** is used to query the broadcast server **16** which will determine the broadcast event being monitored from the connection information **104**. The broadcast server **16** can determine all of the possible ways that the broadcast event **34** can be monitored and include this in the connection information as part of the plurality of broadcast information **74**. Next, in Step **554**, the second client **20** receives the plurality of broadcast information **74** from the broadcast server **16**. Next, and when the plurality of broadcast information **74** was included in the monitoring notification in Step **550**, in Step **556**, the process determines whether the second client **20** is supposed to automatically select the connection to use. For example, when the device in which the second client **20** is operating is capable of streaming video, streaming audio, making phone calls, and tuning to FM radio, and all are connection types that can be used to monitor the broadcast event, the second client **20** can be programmed to determine which connection to choose. Whether or not the second client **20** should automatically select a connection could depend on the number of types of connections capable of monitoring the event (e.g. if only 1 connection, auto decide). It can also depend on the user preferences or the client capability (e.g. client can't auto decide). When the second client **20** is to automatically select the connection in Step **556**, in Step **558** the second client **20** selects the connection to use to monitor the broadcast event **34**. For example, the selection can be based on the user preferences (e.g. pick the cheapest, pick the most feature rich) or can be based on client capability (e.g. can only monitor FM radio stations). In Step **560**, when the second client **20** does not automatically select the connection, the second client **20** presents a choice to the account user **42**.

This choice can be the full list of the potential connections, a partial list of connections (e.g. only connections the second client **20** is capable of using to monitor the broadcast event **34**), the name of the connection, the connection type (radio, TV, http, tcp/ip, RealVideo, or an equivalent), and/or the media type (e.g. text updates, audio clips, video, or an equivalent). Next, in Step **562**, the account user **42** makes a selection.

After Step **562** and after Step **558**, in Step **564**, the process determines whether the second client **20** is missing an application required to monitor the broadcast event **34**. This determination can be made either by the first client **18** notifying the second client **20** of the required application, by the broadcast server **16** notifying the second client **20** of the required application, or an equivalent. In Step **566**, when the second client **20** is missing an application in Step **564**, the second client **20** downloads the missing application. For example the second client **20** can receive the application from the first client **18**, the second client **20** can download the application from the broadcast server **16**, the second client **20** can download the application from the Internet, or an equivalent. Next, and when no applications were missing in Step **564**, the process determines in Step **568** whether canned content is needed. When no canned content is needed, the process ends. When canned content is needed in Step **568**, in Step **570** the second client **20** downloads the canned content. For example, if the media for monitoring the broadcast event can use canned content, the second client **20** can download it. It can be downloaded from a separate server, the broadcast server **16**, the first client **18**, or an equivalent. The process then ends.

It will be appreciated by one of ordinary skill in the art that although one broadcast event is described herein for FIG. 17, the process is equally applicable to a plurality of broadcast events. Similarly, it will be appreciated by one of ordinary skill in the art that although the process herein described for FIG. 17 utilizes the first client 18 and the second client 20 by way of example, it is within the scope of the present invention to accomplish the transfer operations using a separate data transfer application within each device in which each client operates.

Although the invention has been described in terms of preferred embodiments, it will be obvious to those skilled in the art that various alterations and modifications can be made without departing from the invention. Accordingly, it is intended that all such alterations and modifications be considered as within the spirit and scope of the invention as defined by the appended claims.

What is claimed is: